エヴォリューション

# EVOLUTION™ WORLDS

世界

INSTRUCTION BOOKLET

Ubi Soft

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NINTENDO GAMECUBE™

***WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.***

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

## ⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| | | |
|---|---|---|
| **Convulsions** | **Eye or muscle twitching** | **Loss of awareness** |
| **Altered vision** | **Involuntary movements** | **Disorientation** |

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## ⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## ⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

## ⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

## ⚠CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

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**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y, and START/PAUSE Buttons simultaneously for 3 seconds.

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**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**

**THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.**

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**EVERYONE**
Comic Mischief
Mild Language
Violence

LICENSED BY

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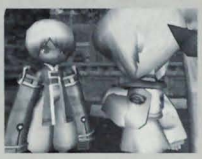
# What kind of game is Evolution Worlds?

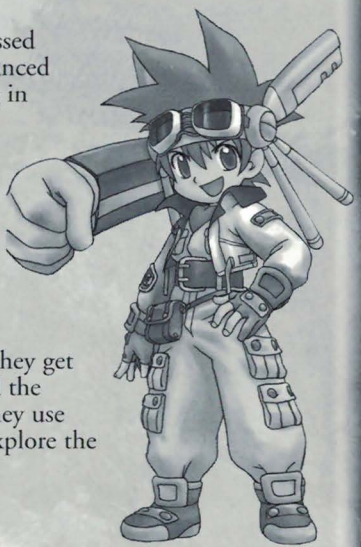
Evolution Worlds is a true role-playing adventure game where you as the player become an adventurer intent on unraveling the mysteries of an ancient civilization. Boy adventurer Mag Launcher and the mysterious little girl, Linear, leave their rustic hometown of Pannam Town together with Mag's butler Gre and Chain, the only daughter of the Gun clan who has a longtime rivalry with the Launcher family, in search of "Evolutia, the legendary Cyframe" in this exciting story filled with battles against many enemies.

It's time to begin your adventure!



## the story

Tens of thousands of years have passed since the demise of an ancient advanced civilization. The story is happening in 930. According to the Western calendar, the subsequent human civilization has finally evolved to the level of being able to build submarines and aircraft. A special group of people are able to use a Cyframe, one of the ancient tools excavated from the ruins of the ancient civilization. Known as the "adventurers" or "Cyframe users," they get jobs from a research institute called the Society, and they use Cyframes to explore the ruins.

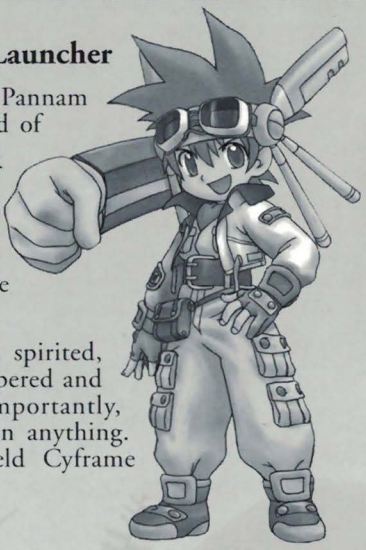


As a boy living in Pannam Town, Mag Launcher dreams of becoming a first-class adventurer like his parents.

While the first-class Launcher family had produced generations of famous adventurers, the current clan boasts no notable achievements, and has now arrived at the brink of ruin. Both of Mag's parents were lost on an adventure from which they never returned , so it fell upon young Mag to become head of the Launcher family. Many ancient ruins are found near Mag's home in Pannam Town, which is popular with adventurers who travel from other countries to excavate the ruins. Like the other adventurers, Mag has also spent his days in pursuit of adventures and the exploration of ruins.

Linear, the little girl, can always be found at Mag's side while he explores ancient sites. When she first appeared on the Launcher's doorstep three years ago, Linear carried a letter written by Mag's father. The letter said only "Mag, protect this girl Linear." Under the watchful eye of his faithful butler Gre, Mag has become proficient in the use of the Cyframe and is now leaving on adventures with Linear...

## Mag Launcher



A young adventurer from Pannam Town, he is the youthful head of the Launcher family, which has produced generations of famous adventurers. Powerfully affected by having two adventurers as parents, Mag intends to become a first-rate adventurer, too.

Mag is usually cheerful and spirited, but he can also be short-tempered and easily provoked. Most importantly, though, he never gives up on anything. Mag uses a magic hand-held Cyframe called the Airacomet.

## Linear Cannon

A taciturn young girl with a mysterious past, she appeared at the Launcher household out of the blue three years ago, bringing with her a letter from Mag's father.

Linear rarely speaks, and when she does she only addresses Mag. She always accompanies Mag on his journeys to explore ruins. She is self-conscious about being different from other people.

## Gre Nade

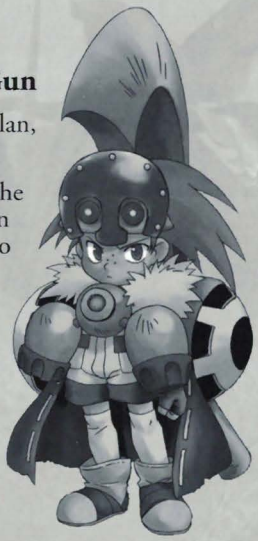
The butler of the Launcher household, Gre is the quintessential gentleman who always takes care of Mag, calling him "Master Mag." He is struggling to make Mag into a first-rate adventurer to surpass even his parents.

Despite his frail appearance, he is actually quite a reliable ally in combat and adventure. He is not a Cyframe user, but gives Mag powerful support using his favorite hunting gun.

## Chain Gun

Chain is the only daughter of the Gun clan, longtime rivals of the Launcher family.

With no boys to continue their legacy, the Gun family practically forced the girl Chain into special education to transform her into an adventurer. There has been bitter enmity between the Launchers and the Guns for generations, but Chain has a crush on Mag. She is selfish, has a violent temper, and can't stand to be second at anything. She is Mag's equal in ability as an adventurer. She uses a huge sword-type Cyframe, which she carries on her back.



## Pepper Box

Pepper is a wandering female adventurer from another country. Cheerful, lively, and good-natured, she is also wild and sexy, a dynamic and exciting adult woman.

She befriends Mag's party in an unexpected way. She uses a bazooka-type Cyframe she wears at her hip.

## Eugene Leopold

The eldest son of Commandant Erich of the 8th Empire, Eugene Leopold is the commander of the 8th Imperial Army. He is searching for a legendary Cyframe called "Evolutia."

## Carcano

The boss of a gang of bandits making Museville its territory, Carcano is a grim man who looks good in a beard. He seems to have his eye on the expensive ancient artifacts owned by the Society. He uses a huge cylindrical Cyframe mounted on his left arm.

## Yurka

Yurka is a mysterious boy who appears in front of Linear, who is resting at the hotel after Mag and the others arrive in Museville. He appears to know something important about Linear's true form. It is completely unknown whether he is friend or foe.

Load the Nintendo GameCube™ Game Disc and insert a Nintendo GameCube™ Memory Card in Memory Card Slot A, close the Disc Cover, and turn on the power. Once the title screen appears, press START/PAUSE. The START screen will appear.

To start a new game, select "New Game" from the menu that appears on the START screen and then choose if you want the Rumble feature to your Nintendo GameCube™ Controller, then the game will start.

## Game Modes

| | |
|---|---|
| New Game | Starts a new game from the beginning. |
| Load Game | Continues play from a previously saved game. Upon selecting the saved file, you can resume your game from the point at which you saved the game. |

## Saving in the Field

You can save your game at any time in town or on any other field map. Use START/PAUSE to display the Command menu, move the cursor to Save and then press the A Button to enter. A list of Save files will be displayed, so use the Control Stick or the + Control Pad to select the file to save your game in. Use the A Button to enter and save.

## Saving in a Dungeon

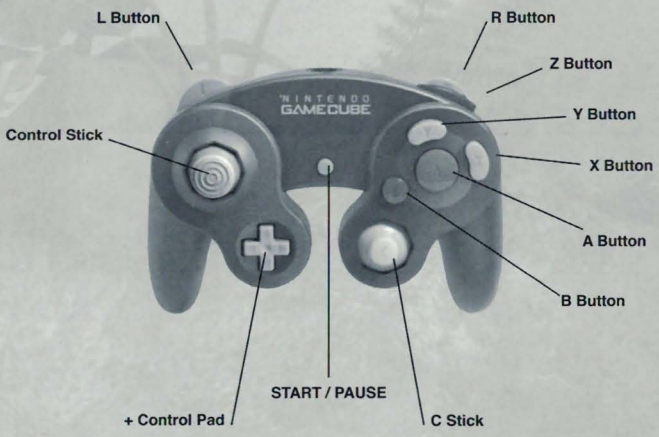
In a dungeon, you cannot save anywhere except at the save point located on the highest level. Move the party to the save point and a Save command will be displayed. Select Save and enter with the A Button. A list of save files will be displayed, so use the Control Stick or press the + Control Pad Up or Down to select the file to save your game in and use the A Button to enter.

## Temporary Save

When going upstairs to the next floor in a random dungeon, you are given two choices: go on to the next floor or save and exit (save temporarily and end the game). Use the Control Stick or press the + Control Pad Up or Down to select the file to save your game in and use the A Button to enter. You can then resume your game from the middle of the dungeon if you load a saved game, but once you load, the temporary save file disappears.

**To do a temporary save inside a dungeon, you must have at least an additional 4 blocks of memory.**

# game controls



## Controls Used While Moving in the Field or in Dungeons

| | |
|---|---|
| Control Stick | Move your character or the cursor |
| + Control Pad | Move your character or the cursor |
| START/PAUSE | Display the menu screen |
| A Button | Enter, examine objects, talk to people |
| B Button | Cancel, jump |
| C Stick | Not used |
| X Button | Changes the formation |
| Y Button | Switches the camera view |
| Z Button | Not used |
| L Button | Rotates the screen to the left |
| R Button | Rotates the screen to the right |

## Controls Used in Combat

| | |
|---|---|
| Control Stick | Move the cursor |
| + Control Pad | Move the cursor |
| START/PAUSE | Not used |
| A Button | Enter |
| B Button | Cancel |
| C Stick | Not used |
| X Button | Not used |
| Y Button | Not used |
| Z Button | Not used |
| L Button | Not used |
| R Button | Not used |

The player leaves on fantastic adventures!

- Successfully complete explorations of ruins to become a first-rate adventurer.
- Find the mysterious Cyframe "Evolutia."

## Flow of the Game

There are two major stages on which Mag and company play out their adventures. The first stage involves adventures based from Mag's hometown of Pannam Town. Once you have finished your adventures in Pannam Town, you can then play on the stage of Museville, a somewhat larger city.

# world map

When leaving the town of Museville for one of the ruins, rather than going in a flying boat as you did in Pannam Town, you now use the world map screen. You can use this screen to pick the ruins you want to explore.

Also, upon reentering a dungeon you entered previously, you can pick the floor on which to start. Use the Control Stick or press on the + Control Pad Up or Down to pick the ruin you wish to conquer and use the A Button to enter. A new adventure will start immediately.

# command menu

## Item

The party can carry up to 30 items at the beginning of the game (excluding Cyframe parts, equipped items, appraisal items, and valuable items). The item list can be changed using the L Button or R Button (default

setting). To organize items automatically, place the cursor on the "TIDY" option of the menu and press the A Button

- **Use Items:** The effects of items vary.
- **Combine Items:** You can combine 2 items to create another item. Items will not be consumed when you fail to combine them. So try different combinations without worrying about wasting items.
- **Drop Items:** You can throw away selected items.
- **Special Attacks:** All characters have a special attack skill set that can be used in a battle. A certain amount of Fight Points (FP) are required to make a special attack. To learn a new special attack skill, the player must save up the required amount of Tactical Points (TP). However, the Cyframe user can use only the Cyframe attack skills of the currently equipped Cyframe part.

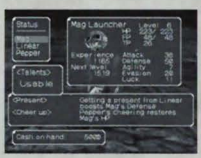
## Equipment

Equip weapons, armor, or accessories. Some items are available only to specific characters.

- **Weapons:** Select a weapon to equip. If the character is a Cyframe user, "—Cyframe" will be displayed. If you select a slot* to equip a Cyframe part, the list of all the available Cyframe parts will be displayed. You can choose any from the list and it will be added to the Cyframe. Some Cyframe parts require more than 2 slots. If you bring an "Upgrade Kit" to the Cyframe Upgrade Shop in a town, you can add a slot (Max=5).
- **Armor:** Select armor for each part of a body: Head, Body, and Foot.
- **Accessories:** Accessories have various effects when they are equipped. A character can equip up to 2 accessories at once.

## Status

You can see the character's current overall status.




1. **Character's name.**
2. **Character's current level.**

*Slot: A place to connect various Cyframe parts to the Cyframe.

3. **Current HP/Maximum HP**: When HP gets to zero, the character can no longer continue a battle.
4. **Current FP/Maximum FP**: Fight Points. Consumed to use the character's specific skills. FP increases every time the character attacks in a battle.
5. **Current TP**: Tactical Points to learn a new special attack skill. TP increases when the character defeats an enemy.
6. **Current Experience Points.**
7. **Required Experience**: Points to the next level.
8. **Attack Power**: The bigger the Attack Power, the more damage the character gives.
9. **Defense Power**: The bigger the Defense Power, the less damage the character takes.
10. **Agility**: Affects the character's order of attack in a battle. The higher the Agility, the sooner the character's turn comes in a battle.
11. **Evasion**: The bigger the Evasion, the more often the character can dodge an enemy's attack.
12. **Luck**: Affects various bonuses in a battle.
13. **Skills**: Descriptions of the skills the character can use in a battle.
14. **Money**: The sum of money the party carries. The unit of currency is "Dinale."
15. **Debt**: The sum of money the Launcher Family owes the Society. If the party is completely defeated and all the members cannot continue a battle or "Rescue Charge" will be added. All debt that the party has been charged during their adventures will be kept in memory to be then activated as a bonus feature when the player restarts the game. If the player pays off the debt after restarting the game, a secret item will be revealed...Also, when restarting the game, the player will be able to access the Top Hunter Mode!

## Party

You can change the formation or settings of the party.

- **Battle Formation**: Change the formation of the party members in a battle. Once the

characters are placed, press CANCEL to go back to the Menu screen.

- **Party Breakup**: Dismiss the third member of the party (cannot be Mag or Linear). This option is not available in certain areas such as inside a dungeon.

## System

You can change the game's default settings.

- **Sound**: Change the sound output between MONO and STEREO, turn voiceovers ON/OFF, adjust volume for BGM and special effects sounds. If you use a mono TV, please select MONO.
- **Text Display Speed**: Adjust the speed of text display between slow, normal, and fast.
- **Window Color**: Choose 1 of 4 window colors.
- **Map Radar**: Select the style of the map radar displayed on the screen while characters are in a dungeon.
- **Rumble**: Turn rumble ON/OFF.
- **Button Configuration**: Change the commands of the 6 Controller Buttons: (A, B, X, and R Buttons). To set the operation of any button, select CHANGE and then press the A Button.

# Pannam Town

Pannam is the small, rustic hometown of Mag and company. Its many shops are convenient for the hordes of explorers who visit the shop en route to exploring the ruins.

## Mag's House

Mag, Linear, and Gre live here. So, that's where you'll find Linear's room, Mag's room, and Gre's room, along with a storeroom. Be sure to come back here and rest after you finish an adventure.

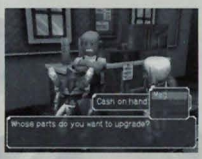
## The Society

The Society is an academic research institute dedicated to studying the ancient civilization, serving to make arrangements to explore ruins. You must make your arrangements here or you cannot enter the ruins. If you accept a job exploring the ruins, you will receive a reward upon successfully defeating the boss in the ruins.

## Adventurer's Hut

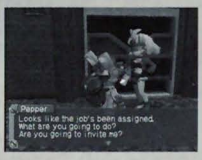
Here you can buy and sell various items, including weapons and armor, that you can use in the dungeons. The selection changes as the story advances, so be sure to come back often.

## Cyframe Upgrade Shop



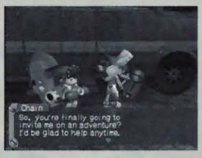

This is where you can upgrade and modify the parts installed on your Cyframe, or increase the number of slots where parts can be installed. Upgrading and modifying parts requires only the payment of money, but increasing the number of parts requires "1,000 Dinales" and an "Upgrade Kit" which can be found in the ruins.

## Restaurant




If you want Pepper to join your party, meet her there.

## Chain's Bus



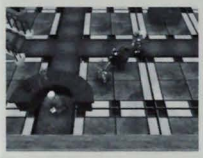

If you want Chain to join your party, meet her there.

## Airfield

The airfield is located a bit away from the center of town. Mag leaves his red seaplane here. When leaving on an adventure, fly out in style on this seaplane.

# museville

## Hotel



This is the hotel where Mag and company stay. This building will serve as the base for their adventures in Museville. Go there if you want Gre or Chain to join your party when going on an adventure. The front desk will also let you check your baggage (items) and come back for it later.

## Item Shop

This shop sells various items for use in the dungeons. There are lots of recovery items, attack items, and other items that will come in handy on your adventures. They will also take excess items off of your hands for cash. The item selection changes as the story progresses.

## Adventurer's Hut

Here you can buy and sell weapons and armor to equip your party. The item selection changes as the story progresses, so come back often.

## Cyframe Upgrade Shop

This is where you can upgrade and modify the parts installed on your Cyframe, or increase the number of slots where parts can be installed. To upgrade and modify parts you need only pay the required amount of money, but increasing the number of parts requires "1,000 Dinales" and an "Upgrade kit" which can be found in the ruins.

## Fruit Stand

Talk to the boy Ricardo standing in front of the fruit stand and you can buy various varieties of healthy fruit. His selection changes as you clear dungeons and progress through the story.

## Lottery Store

Five prehistoric coins buy you a lottery ticket that might win a tasty item. Save once and load the file again and then go back to the Lottery Store to find out if you won the lottery.

## Restaurant

If you make friends with Pepper as the story progresses, go there to invite her to join your party. You can also pump the bartender for valuable information.

## The Society

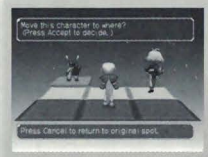
The Society makes arrangements for you to explore ruins. You must make your arrangements here or you cannot enter the ruins. As an academic research institute dedicated to studying the ancient civilization, the Society will recommend you for exploring ruins and will modify and purchase mysterious items. If you accept a job to explore ruins, you will receive a reward upon

successfully defeating the boss in the ruins. Also, they will give you a good price when you sell expensive evaluation items and other items you find in the ruins. In contrast to the Society office in Pannam Town, here you get ruins exploration jobs from President Whitehead on the second floor rather than from the receptionist. You cannot enter the ruins unless you get a job from Whitehead.

### Station

The intercontinental railroad that Mag and company ride into town stops here. The train has not been running since an attack by bandits. No one knows when the train will start running again.

## Battle Formations




Combat is conducted according to a command-battle scheme where the waiting time varies depending on the action. However, the length of the waiting time depends not only on the action taken, but also on the "formation."

The formation refers to whether or not the characters are placed in a three-by-three grid of nine squares. In combat, the formation has a major effect on the attack and defense strengths of enemies and allies, so depending on the character placement, a party with the same members can vary quite a bit in strength.

Characters in the front row absorb huge amounts of damage from enemy attacks, but the damage they inflict on the enemy is also increased by that much. In contrast, in the back row, the damage from enemy attacks is small, but you also inflict little damage on the enemy. Characters on the middle row experience effects in between those in the front and back rows.

However, attacks with missile weapons and special attacks can inflict a constant amount of damage regardless of the distance between the attacker's position and the enemy. In addition, the use of special attacks and enemy attacks may change your formation.

Basically, it is best to place Mag and Chain and other attacking characters in the front row. Conversely, Linear and Gre and other

support and recovery characters should be placed in the middle row or back rows for a well-balanced formation.

## Formations

| | Attack strength | Defense strength | Critical rate | Waiting time after command execution |
|---|---|---|---|---|
| Front row | High | Low | Normal | Short |
| Middle row | Normal | Normal | Low | Normal |
| Back row | Low | High | Zero | Long |

# dungeons

The ruins of the ancient civilization, which serve as the main setting for your adventures, are called "dungeons." Broadly speaking, the dungeons are divided into two types: random dungeons that change their layout each time you enter, and predefined dungeons that have the same layout no matter how many times you enter.

## Random Dungeons

The internal layout of random dungeons changes constantly and they do not let you return to the previous floor. Once you enter this type of dungeon, you cannot leave without using a transporter or an escape item.

## Predefined Dungeons

This type of dungeon always has the same internal layout and lets you go up and down the staircases freely. Also, you are able to leave or enter the dungeon via the entrance.

# combat

Any contact with monsters lurking in a dungeon automatically begins combat. If monsters are caught by surprise from behind, combat will begin with the player in an advantageous position.

Conversely, if the player party is caught from behind, then combat will begin with the player at a disadvantage.

## Differences in Combat Depending on Surprise

• **Catching the Enemy from Behind**. This lets you do a surprise attack. The enemy formation is reversed front-to-back and the player side gets to begin actions first, giving the player an advantage in combat.

• **Caught by the Enemy from Behind**. The player-side party formation is reversed front-to-back and after the start of combat, the enemy side gets to take actions first, giving the player side a disadvantage in combat.

• **Other Types of Contact**. Combat starts with both sides under mutually equitable conditions.

## Start of Combat

Combat starts with the character with the highest Agility parameter, either friend or foe, taking action first. In addition, depending on the action selected, the same character may have to wait a different amount of time until the next turn. The action meter displayed on the right side of the screen lets you check on the order of actions of the various characters. The characters appearing higher on the meter wait a shorter time before their next turn.

## End of Combat

Combat ends when all of the enemy characters on the screen are defeated, or when all of either the friends or foes have run away. The experience points earned and other combat results are then displayed.

## If All Party Members are Exhausted

If all of the characters are exhausted and unable to fight, then a rescue team dispatched from the Society will rescue the party from the dungeon, except in certain cases such as battles with bosses.

Remember that the cost of the rescue will be added to the Launcher family debt.

The debt does not greatly affect the progress of the game, but try to pay it back to the Society receptionist when you think of it.

Even if all party members are exhausted, this does not affect their levels, experience points, or the money or items carried.

## Get Items After Battle

Sometimes enemies drop items after a battle and the party gets them. If the party inventory is full, the found item can be thrown away, or a different item in the party inventory can be thrown away to make room for the found item.

## Input of Combat Commands

- **Normal Attacks**: Mag, Chain, and the other Cyframe users attack with their Cyframe. Linear, Gre, and the others attack with the weapons they are equipped with. The FP gauge recovers slightly after this action.
- **Special Attacks**: Cyframe users attack with special attacks that depend on the Cyframe, while Linear and Gre use special attacks they have learned. Using a special attack consumes FP and the waiting time after using a special attack is longer than the waiting time after other commands.
- **Special Skills**: Special skills don't consume FP, unlike the special attacks. Once a special skill has been used in a battle, it won't be available for a while. After a few battles, it will become available again. Special skills will get more powerful as they are used in a battle.
- **Items**: Use attacking or healing items in a battle. Select this command, and the list of items available during a battle will be displayed. FP recovers a little after an item is used.
- **Move**: Allow characters to move one step forward or backwards in the fighting grid. FP recovers a little after a character moves.
- **Defense**: Characters take less damage from enemies. FP recovers a little after a character defends.
- **Escape**: Allow characters to escape from a battle. However, sometimes it fails and never works against boss characters.

## Special Attacks

Powerful special attacks can be launched by consuming a fixed amount of FP. Once you have accumulated a certain amount of TP, you can learn a new special attack by consuming the TP. A special attack learned first in combat can be used once without consuming FP. Note that in the case of a Cyframe user, the special attacks that can be used are limited by the parts installed.

This section presents some of the special attacks or skills specific to each character. Accumulate TP to learn new special attacks and tune up your Cyframe at the Cyframe Upgrade Shop to be able to use even more special attacks. Also, under certain conditions, even characters who are not Cyframe users can launch special attacks.

### Mag's Special Attacks

| | | |
|---|---|---|
| Hand Parts | Magna Punch | Attack an enemy with a Cyframe punch. |
| | Magna Snap | Special attack by snapping 3 enemies. |
| | Magna Combo | Combo attack of double and upper punch on an enemy. |
| Hammer Parts | Magna Hammer | Hit an enemy from the side with a hammer; enemy one line back. |
| | Crash Hammer | Pound an enemy from above with a hammer. |
| | Swing Hammer | Knock an enemy upward with a hammer. |
| Spinner Parts | Magna Spin | Unleash yo-yo at an enemy. |
| | Loop-the-Loop | Attack all enemies within a large circle. |
| | Pinwheel | Unleash yo-yo to spin an enemy. |

### Linear's Special Attacks

| | | |
|---|---|---|
| Health Recovery | A Little First Aid | Recover a character's HP for 200+3%. |
| | First Aid Need | Recover a character's HP for 300+15% |
| | Serious First Aid | Recover all characters' HP for 250+23%. (It doesn't work on a character unable to fight.) |
| Status Restoration | Wakeup Touch | Cures a character's sleep or blindness. |
| | Antidote Touch | Cures a character's poison or paralysis. |
| | Unblocking Touch | Cures a character's skill blocking. |
| Spells | Protection Spell | Increase defense of characters in one line. |
| | Strength Spell | Increase attack of characters in one line. |
| | Quickness Spell | Increases agility of characters in one line. |

### Chain's Special Attacks

| | | |
|---|---|---|
| Blade Parts | Double Blade | Double attack on an enemy. |
| | Line Double Blade | Double attack on enemies on one line. |
| | Magna Combo | Combo attack of double and upper punch on an enemy. |
| | V Blade | Attack an enemy in a V-shaped sweep. |
| Heavy Blade Parts | Once Blade | Attack an enemy with a powerful slash. |
| | Line Once Blade | Attack enemies in one line |
| | Slash Blade | Attack an enemy in a slash-shaped sweep. |
| Boomerang Parts | Rush Cutter | Attack an enemy with a quick slash. |
| | Moon Cutter | Attack enemies in semicircle with a slash. |
| | Circle Cutter | Attack enemies in semicircle with double slashes. |

## Elemental Attacks

Launching an elemental attack against an enemy who has a weakness against that element will cause more damage than normal. Conversely, a certain elemental attack used on an enemy that is resistant to that element results in less damage than normal.

- **Fire**: These attacks have fire and heat effects, and are most effective on enemies resistant to water.
- **Ice**: These attacks have ice and cold effects, and are most effective on enemies resistant to fire.
- **Lightning**: These attacks have electrical effects and are most effective on mechanical enemies and ice elemental enemies.

## status effects

Status effects limit the actions of characters in some way while moving through the dungeon or in combat. Status restoration can be done with items or skills. In addition, if combat ends while the normal status is still not restored, all status effects are automatically restored except for exhaustion. The status effects are ranked from least to most serious as follows: skill block < confusion < blindness < sleep < paralysis < poison < exhaustion. Depending on the situation, more than one status effect might occur at once. For example, a confused character might fall into a trap or be attacked and be blinded. However, a confused character cannot be attacked

and fall into the skill-blocked state. A character suffering from a certain status effect at that time is not vulnerable to a less serious status effect.

## Skill Block

Disable special attacks. Skills can be restored with an item or another member's skill.

Action meter icon: blue.

## Confusion

Attack the party members or enemies randomly. Recover through use of an item or skill. Also, recover automatically when the character takes damage from an enemy's attack or after waiting for a few turns.

## Blindness

Make it difficult for the character to dodge enemy attacks. Recover through use of an item or skill. In a dungeon, the screen gets dim and you can't really see the dungeon field.

## Sleep

Characters fall asleep and cannot fight. Recover through use of an item or skill. Also, recover automatically when the character takes damage from an enemy's attack or after waiting for a few turns. If the party activates a sleep trap, the entire party falls asleep for a while. The party can wake up early by pressing the A Button repeatedly.

## Paralysis

The body stiffens and cannot fight. Recover through use of an item or skill. Also, recover automatically after waiting a few turns. In a dungeon, the party moves slowly while affected.

## Poison

When poisoned, the character takes damage every turn. Damage gets bigger with every turn. In a dungeon, the character takes damage even while walking. Recover with an item.

## Exhaustion

When the character's HP gets to zero, the character will no longer be able to fight in a battle. Recover through use of an item or skill. However, if all the party members get exhausted, it's over.

**Q: What do I do to go on an adventure to the ruins?**

A: First go to the academic research institute called the Society and get a job. In Pannam Town, the Society receptionist will make arrangements for you to enter the ruins. Be careful because in Museville you must go to the office of President Whitehead to get a job.

**Q: How do I get ready to go into the ruins?**

A: Before entering the ruins, you must make careful preparations. Buy the items you need at the Item Shop or Adventurer's Hut, and don't forget to go to the Upgrade Shop to upgrade and tune up your Cyframe. Items can be broadly divided into attack types and defense types. Be sure you understand the elemental nature of each dungeon and buy your items accordingly.

If you will not be bringing along Miss Linear, you should make sure you have plenty of recovery items.

Also, you can buy equipment at the Adventurer's Hut. Don't forget that each ruin is different in nature, so be sure to equip yourself appropriately to match the ruin you are facing.

**Q: How do I put a party together?**

A: Your party can have up to three members. After you get a job at the Society, you can invite one of the three people waiting in the town or buildings to join the party. The characters can be broadly divided into attack types, support types, and all-around types. For example, you and Miss Chain are attack types, while Miss Linear and I are support types. Although your party may consist of up to three people, you and Miss Linear can go off to explore the ruins with just the two of you.

**Q: Where do I go to get on the seaplane?**

A: The seaplane is kept at the airfield. To get to the airfield, from the house, turn right and follow the road. The big red airplane at the airfield is your seaplane, Master Mag. The seaplane is very convenient for getting to the ruins.

**Q: What do I do to upgrade and tune up my Cyframe?**

A: You should go visit the Cyframe Upgrade Shop. They will boost the level of your Cyframe parts and increase the number

of slots. However, it takes money to boost the Cyframe level, so after returning from the ruins you ought to get your reward at the Society first. If your Cyframe level is low, even if you are able to defeat ordinary monsters, you will have a hard time in the boss battles. And if you bring in the Upgrade Kit found in the ruins, you will be able to use many more types of special attacks. In your case, Master Mag, the special attacks you can launch from the start use the hand and hammer parts, but if you bring in the Upgrade Kit and parts to do the upgrade, you will then be able to launch special attacks that use the spray and spinner or other parts.

**Q: How do I get an advantage in combat?**

A: Try to sneak up and contact the enemy from behind. Once combat starts after you sneak behind the enemy without being noticed, the surprised enemy cannot take any action for a while. By gaining surprise, you may be able to defeat the enemy and end combat without even being hit.

But watch out if you are contacted from behind!

If you are surprised, the party characters cannot move for a while and will suffer many enemy attacks. In addition, when surprised, your party formation is reversed, so the weak characters normally placed in the last row are moved to the front row, putting you at a great disadvantage in combat, so be very careful not to be taken from behind.

**Q: Do the experience points, levels, and items earned in adventures in Pannam Town carry over to the adventures in Museville?**

A: Yes, they do. All the experience points you earned in Pannam Town are carried over. Try to get through as much combat as possible in Pannam Town to boost your level and power and make combat even more interesting in Museville.

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